

RAGING SWAN PRESS

# DUNGEON DRESSING: DUNGEON ENTRANCES



# PREPARE QUICKER, PREPARE BETTER



[ragingswan.com/gmsresource](http://ragingswan.com/gmsresource)

# DUNGEON DRESSING: DUNGEON ENTRANCES

*Tired of dungeons lacking in verisimilitude? Want to add cool little features of interest to your creations but don't have the time to come up with nonessential details? Want to make your dungeons feel more realistic? Then Dungeon Dressing is for you! Each instalment in the line focuses on a different common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.*

*This instalment of Dungeon Dressing presents loads of great features to add to your dungeon's entrance. Designed to be used both during preparation or actual play, Dungeon Dressing: Dungeon Entrances is an invaluable addition to any GM's armoury!*

**Design:** Greg Marks

**Development:** Creighton Broadhurst

**Editing:** Creighton Broadhurst

**Cover Design:** Creighton Broadhurst

**Layout:** Creighton Broadhurst

**Interior Art:** William McAusland. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *Dungeon Dressing: Dungeon Entrances*; we hope you enjoy it and that you check out our other fine print and PDF products.

Published by Raging Swan Press  
May 2014

ragingswan.com  
gatekeeper@ragingswan.com

**Product Identity:** All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

**Open Content:** Except material designated as Product Identity, the contents of *Dungeon Dressing: Dungeon Entrances* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Greg Marks to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988. ©Raging Swan Press 2014.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

To learn more about the Open Game License, visit [wizards.com/d20](http://wizards.com/d20).

## CONTENTS

Table A: Characteristics & Appearance.....	2
Table B: Dressing & Features.....	4
Table C: Traps & Tricks.....	6
Did you Know?.....	8

## TRAPS BY CR

CR		PAGE
3	Death-trap Foyer	6
6	The Lightning Halls	7
7	Demonic Gate	6



## TABLE A: CHARACTERISTICS & APPEARANCE

The cobweb covered gate, the portcullis adorned with a green iron devil's face or a fissure in the stony ground belching a sulphurous smoke, the entrance to your dungeon sets the tone for the adventure to follow. If done well, it is likely to be the encounter talked about most by everyone who plays your adventure. Not every character lives to the end, but everyone plays the first encounter. Make it memorable.

own accord, placing them just where you want them.

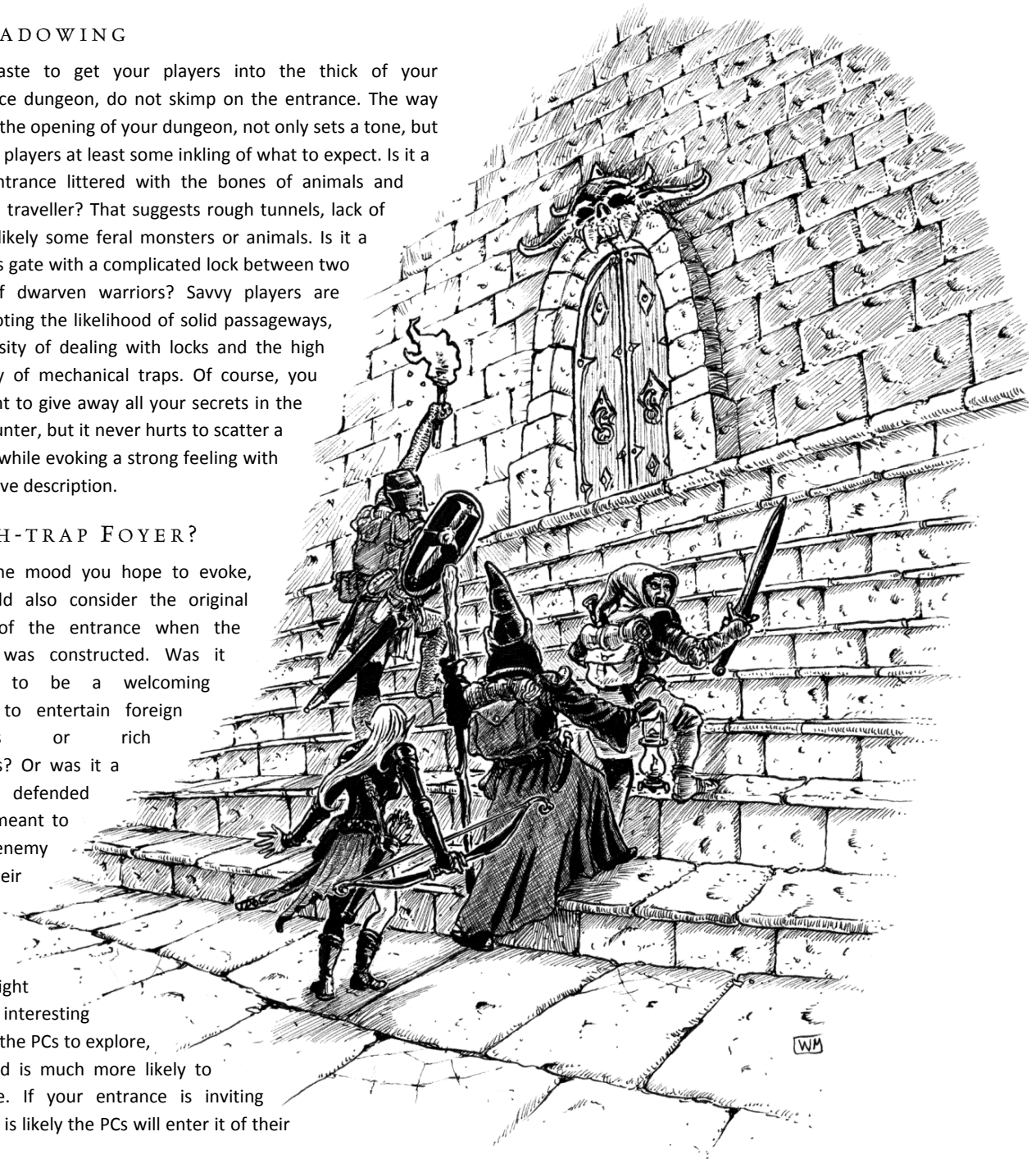
Entrances might have a door, a portcullis, a stair or even a selection of traps. Putting these features together can create a memorable entrance, and opening encounter for your dungeon.

### FORESHADOWING

In the haste to get your players into the thick of your masterpiece dungeon, do not skimp on the entrance. The way you dress the opening of your dungeon, not only sets a tone, but gives your players at least some inkling of what to expect. Is it a natural entrance littered with the bones of animals and occasional traveller? That suggests rough tunnels, lack of light and likely some feral monsters or animals. Is it a monstrous gate with a complicated lock between two statues of dwarven warriors? Savvy players are already noting the likelihood of solid passageways, the necessity of dealing with locks and the high probability of mechanical traps. Of course, you won't want to give away all your secrets in the first encounter, but it never hurts to scatter a few hints while evoking a strong feeling with an evocative description.

### A DEATH-TRAP FOYER?

Beyond the mood you hope to evoke, you should also consider the original purpose of the entrance when the dungeon was constructed. Was it intended to be a welcoming entrance to entertain foreign dignitaries or rich merchants? Or was it a heavily defended gauntlet meant to draw an enemy into their doom? While the former might offer interesting things for the PCs to explore, the second is much more likely to investigate. If your entrance is inviting enough, it is likely the PCs will enter it of their



Use this table to generate interesting characteristics for your entrance. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
01-06	The entrance lies near the bottom of an abandoned moss-covered well. In the well's interior wall, fifteen feet down, muddy bricks protrude slightly in a spiral downward allowing those who make a DC 17 Acrobatics check to walk the sixty feet to the bottom where a secret door grants entry to the dungeon (DC 20 Perception). The bottom of the well is filled with a few inches of rainwater and a few feet of thick mud. Those who fall in ignore the first 10 feet of falling damage.
07-12	A circle of magical runes large enough for an average wagon with a team of horses encloses images of clouds and birds painted onto the floor. A faint breeze of cold, fresh air blows from the circle. Speaking the correct command while in the circle causes the creature to disappear and reappear in the dungeon.
13-18	A tumbledown two-storey tower of grey stone is perched upon a low mound in a foggy moor. Broken arrow shafts, rusty swords and bleached bones poke through the soggy soil for hundreds of feet around the hill. Within, the tower is entirely empty but for a skeleton seated at a simple table, an empty bottle of wine before it and a fine longbow at its side. An iron key that opens a nearby trapdoor hangs from a leather thong around the skeleton's neck.
19-24	A worked tunnel protrudes the length of a spear into the side of the dirt mound, its entrance covered in moss and vines while a putrid sludge flows rapidly out onto the wet, muddy ground. The stonework is chipped and worn, suggesting it is very old. A scream, or possibly some strange bird call, echoes from deep within.
25-30	The entrance is a broad hole located on the side of a steep cliff. A rickety wood and rope elevator, sized for six Medium creatures has been rigged to provide access. It may, or may not, be safe.
31-36	The entrance is a set of stairs behind a locked (DC 25 Disable Device unlocks) portcullis below an abandoned arena. A statue of a phoenix is carved into the wall above the portcullis. The statue radiates faint evocation magic (DC 18 Spellcraft identifies), but does not hinder the PCs' explorations.
37-42	To prevent admission to the dungeon, the entrance is inside a traditional fortified keep which is surrounded by a crenulated wall. A water-filled moat with a raised drawbridge surrounds the keep.

43-49	The entrance is at the end of a box canyon. Thirty feet across with walls more than sixty feet high, the approach is littered with boulders large enough for cover and a thick fog provides concealment. Two huge iron-bound doors of timber are ajar with the left door hanging solely by one hinge. Enemies could lurk anywhere...
50-56	A crude, cracked brick roadway is disappearing beneath the sands and is only visible here and there. It leads to a natural cave in an outcropping of rock that stands out prominently in the desert. A primitive painting in white outside the cave depicts a stickman holding a spear and several four legged creatures, each with a single horn and long tails.
57-62	The entrance is behind a shelf of old, dusty books in a large library. It opens by pulling on the correct book.
63-68	A line of square, marble columns march toward a grand archway. Above the entrance, a frieze depicts a bearded man lounging upon a stone while golden birds bring him bunches of grapes.
69-74	A broad staircase of black stone rises to a door of iron, painted bright red and covered in dripping blue runes. The door pierces a wall of plain stone and radiates significant heat, requiring those that approach to make a DC 11 Fortitude saving throw or suffer 1d4 nonlethal damage and become fatigued for 1d3 rounds.
75-81	The entrance to the dungeon, a round door with a ship's wheel in the centre, is in a grand hall with walls carved to depict stone ships sailing out of the walls towards the middle of the hall. The floor is of dark blue tiles and the room is strangely filled with the scent of sea air.
82-87	A soaring narrow bridge crosses a grand chasm to a gate of golden bars. The bridge rises at a steep grade to the higher side making it difficult to see what lies beyond the gate. On either side of the bridge are a pair of statues in the shape of winged lions; one stands rampant while the other has its mouth wide in a feral roar.
88-94	Built into the side of a hill, a low moss-roofed cottage protrudes as far as a horse. A candle flickers beyond a clouded glass window, barely visible past the gnarled trees and thorny bushes. Sickly herbs grow in boxes under the windows. Rustling in the underbrush and the reflection of small eyes suggest the land is alive with fauna that are not at all disturbed by the PCs' approach.
95-100	Glowing blue lichen and large mushrooms line the cavern, growing out of the soft loamy soil. A pale white vine grows along the ground, through bones of small animals. Water drips from the ceiling like a slow steady rain, making conversation difficult.

TABLE B: DRESSING & FEATURES

Use this table, to generate interesting features for your entrance. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
01-02	A cave-in, rock fall or collapsed wall has covered the entrance and requires several hours of excavation to clear a path. Once half the rubble is cleared, a DC 10 Knowledge (engineering) is needed to prevent the rubble from collapsing again, negating the progress made so far.
03-04	The entrance has been barricaded with boxes, chests and barrels in defence of the dungeon. There are signs of a struggle: sprays of blood, a few old bones, and a discarded boot. Given the barricade has been pushed aside, it appears that whomever attacked was able to successfully breach the entrance.
05-06	As above, but the barricade appears to have been arranged to keep something in.
07-08	Large-sized, clawed footprints of some creature track in and out of the entrance.
09-10	The entrance has been overtaken by nature. Trees (or giant mushrooms, shrubs or other flora appropriate to the climate) partially occlude entry.
11-12	The entrance has been covered by an illusion making it appear as the surrounding landscape (DC 14 Will disbelieves; CL 7).
13-14	The entrance shows signs of recent cleaning and maintenance.
15-16	The entrance is covered with dense spider webs.
17-18	Seven rotting humanoid heads have been mounted on spears in a semicircle before the entrance. All of them have been roughly severed and are too decayed to recognize. The smell is overpowering.
19-20	A crudely painted blue door on the side of a monstrous conifer provides a magical entrance to the dungeon. Turning the shiny brass door knob reveals a blinding aquamarine light. Travellers find themselves in a new location when it clears.
21-22	A cart hitched to a donkey is parked near the entrance. The donkey happily chews on grass, ignoring anyone approaching. The cart is filled with booty looted from the dungeon including old doors, torch sconces, old furniture and a large statue of a smiling elven maiden swaddled in a shawl. The goods can be sold for 60 gp.
23-24	Splashes of different colours paint the area near the entrance. Their purpose is not clear.
25-26	A large branch, wilting but still green, lies in front of the entrance.

27-28	A triggered pit lies just inside the entrance. It is ten feet across and blocks entry further into the dungeon. The pit is twenty feet deep and has iron spikes at the bottom. There are no bodies at the bottom, but brown stains of dried blood suggest that someone did indeed fall into it.
29-30	A dented helmet with a blood encrusted feather plume lies on the ground near the entrance.
31-32	A pair of torches flank the entrance. One burns with a magical cold flame, while the other is unlit. The flame for the active torch is permanently extinguished if the torch is removed from its sconce.
33-34	A big red "X" has been drawn on the wall or floor near the entrance.
35-36	Placed facing the entrance are hundreds of eyeballs of all sizes and colours, floating in jars filled with a clear, thick liquid. They do not radiate magic.
37-38	The corpse of a female halfling explorer lies just outside the entrance, a dried stain leaving a trail into the entrance from where she crawled. She appears to have died within the last three days from multiple bite wounds. Much of her equipment is missing, but she still carries a pouch that has 12 sp and an unlabeled <i>potion of protection from evil</i> .
39-40	A trail of 27 silver coins, spaced evenly, leads into the entrance. Ominous blood splatters are clearly visible along the path the coins take.
41-42	A copper coin with the number one crudely etched upon it has been wedged into a crack, crevice or under a stone near the entrance.
43-44	A crow picks at a tangle of colourful string caught in a thorny bush. Careful inspection reveals it has tassels and appears to have been torn from a thin material, such as a shawl. The scrap is no bigger than a man's finger, but looks of good craftsmanship.
45-46	Faint acrid smoke periodically wafts from the entrance. It is not enough to provide concealment.
47-48	A long abandoned campsite is hidden in the underbrush a bow shot from the entrance. There is a ring of stones for a small fire and three depressions that suggest someone slept there. Those that excavate the fire pit find the remains of old animal bones and a partially melted brass cap for a scroll tube.
49-50	Scorch marks mar the entrance and a wand made of yew, snapped into three pieces, lies discarded on the ground. If the entrance was barred or otherwise blocked, the obstruction has been damaged by the flames and is now at 50% of its original hit points.

51-52	A large wooden pole with a crossbeam atop it has been set into the ground before the entrance. An orc in a rent chain shirt has been crucified upon it. Several arrows pierce his body.
53-54	Half of a set of mangled battered manacles, now covered in rust, lie atop a rock. The top of the rock shows damage from where something heavy was pounded against it.
55-56	A burnt out torch stub is wedged into a crack in the wall. Soot stains the wall behind it. If lit, it burns for one minute.
57-58	Shattered red glass litters the floor inside the entrance. In the middle of the shards lies a carved bone stopper shaped as a fist with one finger pointing out. It is worth 2 gp.
59-60	A grave has been dug in the dirt (or piled under rubble if the floor is not easily excavated) and a shield lies on top. The top half of the heavy steel shield is painted blue and the bottom is yellow. Emblazoned upon the front is a longsword, point down, with a pair of feathered wings sprouting from the middle of the blade. Inside the grave is a set of humanoid bones.
61-62	A large brown bear sleeps in front of the entrance. It has randomly wandered by, and if the party returns later, it has moved on.
63-64	The smell of sweet, flowery perfume hangs in the air. There is no obvious source, but the odour dissipates over thirty minutes.
65-66	A crumpled piece of parchment has been tacked to the wall or a nearby tree. In Common, it reads "Wanted Dalat Thunderrock, For Banditry and Murder." It gives a description of a burly dwarf missing one arm.
67-68	Several small niches have been carved around the entrance. Each contains some small keepsake in remembrance of the fallen: a dagger, a silver necklace (5 gp), a brass ring (15 gp), three feathers tied together with a green string and a blue enamelled steel gauntlet; among others. In all, they are worth 35 gp.
69-70	A reinforced wall of stone blocks has been erected across the entrance (AC 3, hardness 8, hp 90, DC 35 Break).
71-72	A maggot-infested corpse of a large dog lies inside the entrance. The corpse is only a day or two old. One of the dog's legs lies ten feet away from the rest of the body.
73-74	Lightning has struck nearby and turned the ground to glass.
75-76	A dozen caltrops have been spread before the entrance. They are old and dirt encrusted and easily missed (DC 15 Perception).
77-78	A brown cloth sack with a loaf of hard, stale bread has been discarded in the entryway. A coin-sized hole has been gnawed through the cloth and rodent droppings lie nearby.

79-80	Three empty, dark glass bottles lie haphazardly on their sides. They smell of strong alcohol, but are empty.
81-82	Written in Draconic sloppily over the entrance in dried blood are the words "Welcome to Hell." Fingerprints in the blood make it clear the writing was done by a small clawed hand.
83-84	A piece of paper is trapped against the side of the entrance, fluttering in a slight breeze. A closer inspection shows a sketch of the entrance with three armoured men entering seen from behind and a young woman in leathers with a sketch pad in the foreground. The quality of the sketch is very good and might be sold for 5 gp. There is enough detail in the sketch to identify the woman, if she is ever encountered.
85-86	The entrance is chipped and shows signs of having been pried open. A bent crowbar lies in a nearby corner.
87-88	Two dozen caltrops have been scattered outside the entrance and a large puddle of flammable oil is inside the entrance. Bloody rags are discarded further inside.
89-90	A wagon of weathered timber, missing all of its wheels, rests on two logs in front of the entrance. Tall grass grows up around it and the hardware is heavily corroded with rust, suggesting the wagon has been here for some time.
91-92	Wisps of colourful light dance before the entrance, shedding light for twenty feet. The lights can be suppressed with a <i>dispel magic</i> against caster level 5, but return after an hour.
93-94	The stub of a purple candle rests in a puddle of wax. If lit, the candle has enough wick left to burn for fifteen minutes.
95-96	A DC 15 Perception notes a tripwire strung across the entrance way. Those that don't spot the tripwire must make a DC 12 Reflex saving throw or fall prone. If seen, the tripwire can be avoided with a DC 5 Acrobatics check or cut by doing 2 points of damage with a slashing weapon.
97-98	A wooden stool, sized for a Medium creature, is next to the entrance. Placed next to the stool is a crude wooden box. The word "fee" is written in Common on the side of the box.
99-100	A statue has been dragged in front of the entrance, gouges in the ground making it clear it came from inside the dungeon. The statue portrays a snarling, fanged woman with a serpent's tail and six arms. Each arm holds an actual metal weapon that can, with some care, be removed from the statue's grip. The weapons carried include a spear, a longsword, a dagger, a trident, a khopesh and a kama.

## TABLE C: TRAPS & TRICKS

Of course, entrances are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. The expanded entrance descriptions presented here may be used as readymade encounters, or as examples of what might be done with an entrance.

### DEATH-TRAP FOYER

*A well-used road leads up to the entrance. A set of open wooden doors, bound in iron, flank the entrance to a high tunnel wide enough for a wagon to pass through. At the far end, almost a bowshot away, stands a raised portcullis. All along the passage are tattered posters advertising various merchants and their wares.*

The death-trap foyer is best placed at the entrance to an underground city, a castle with very thick walls or as an underground entrance. Either way, it is a place well travelled and commonly sees use, but needs to be defended if the city or castle is attacked.

Just less than halfway down the eighty-foot tunnel is a pressure plate, that if activated causes steel doors to drop over the entrance and exit to the tunnel, sealing it off. At the same time three concealed portcullises drop from the ceiling, segmenting the tunnel at 20 ft., 40 ft. and 60 ft., and allowing flammable oil to spill down through the same openings the bars passed through. In the second round, fire shoots through tiny openings hidden behind the flyers and ignites the oil, turning the entire tunnel into a flaming death-trap.

#### DEATH-TRAP FOYER CR 3 (800 XP)

*With a thunderous crash, steel doors close off the entrance and exit. A heart beat later, three hidden portcullis drop from the ceiling, segmenting the tunnel into four sections while the smell of flammable oil overwhelms the now closed dark space. A whooshing sound and a warm, bright flash follow.*

**Search** DC 25 Perception; **Type** Mechanical

**Disarm** DC 20 Disable Device (2d4 rounds per section); activates on DC 15 or less; **Bypass** DC 15 Perception finds a hidden lever behind the far exit that allows guards to deactivate the trap and allow safe passage.

**Destroy** Destroying a portcullis (AC 4, hardness 10, hp 30, DC 28 Break) allows a victim to move to the next section. Destroying a steel door (AC 3, hardness 10, hp 60, DC 28 Break) allows a victim to escape the tunnel.

**Trigger** Location (35 ft. past the entrance); **Reset** None

**Effect** When triggered, this trap has the following effects:

**Effect (burning oil)** When triggered, this trap covers the floor and everyone in the tunnel with flammable oil and then ignites it. The initial blast of flame does 3d6 fire damage (DC 20 Reflex halves). Anyone in the hallway takes 1d3 fire damage for the first two rounds due the burning oil on the walls and floor. The PCs must also make a DC 15 Reflex save

or catch fire taking 1d6 fire damage per round until they extinguish the flames (DC 15 Reflex).

**Arrow Slits variant (CR varies):** The tunnel is lined with small slits, covered over with clay. After the second round, archers can knock out the clay and shoot through the slits at intruders.

**Repeating Flames (CR +2)** On the fourth round, more oil pours into the tunnel and the flames reignite.

**Insanity Mist (CR +4)** On the third round after the gout of fire ignites the oil, the tunnel fills with insanity mist poison: **Type** poison (inhaled); **Save** DC 15 Fortitude; **Frequency** 1/rounds for 6 rounds; **Effect** 1d3 Wis damage; **Cure** 1 save

### DEMONIC GATE

*The rocky side of the mountain is marred by a narrow passage blocked by a gate of black metal bars. A huge, green demonic mask leers at you from the centre where the two doors meet. Wisps of fog swirl along the ground, in eerie silence.*

This highly defended entrance suits any outpost or home with magical resources that does not see much traffic. The type of face can be changed to something more appropriate to whatever lurks inside.

This encounter relies on misdirection and confusion to divide the party. Fifteen feet into the tunnel is a locked gate, with the lock housing behind the metal demonic face. The mask, roughly three feet across, is on hinges that allow it to be lifted so the lock can be accessed to insert a key. However, touching the demonic façade, without carrying the appropriate token, causes the mask to issue a widened *obscuring mist* and arms the other parts of the trap. A pit trap at the entrance to the tunnel is activated, as are repeating crossbow turrets hidden in the surrounding rubble that begin targeting the entire mist filled area, hopefully either driving the rest of the PCs into the tunnel for cover (and thus encountering the pit trap) or encouraging those in the tunnel to rush out to aid their allies against suspected crossbowmen (and thus encountering the pit trap).

This trap comprises three distinct lesser traps.

#### DEMONIC GATE CR 5 (1,600 XP)

*With a serpentine hiss, a cloud of mist obscuring your vision is rapidly expelled from the demonic face. From outside the tunnel, someone shouts "Surrender or die!"*

**Search** DC 29 Perception; **Type** Magic

**Disarm** DC 29 Disable Device (2d4 rounds); activates on DC 24 or less; **Bypass** Carrying a specific magical token.

**Trigger** Touch (*alarm* spell); **Reset** Manual

**Destroy** *Dispel magic* (CL 7) defeats the trap.

**Effect** When triggered, this trap has the following effects:

**Effect (obscuring mist)** When triggered, a widened *obscuring mist* appears 30 ft. feet from the gate such that the mist



expands to 10 ft. down the hall beyond the gate. This also activates the pit and crossbow traps below.

**Effect (magic mouth)** A *magic mouth* appears 40 ft. from the entrance on a rock facing away from the gate, hidden from view in the mist, and shouts "Surrender or die!"

**Gate** The gate has hardness 10, hp 60, DC 28 Break, DC 30 Disable Device.

#### **PIT TRAP** CR 2 (600 XP)

*With a sickening feeling, the ground falls away and you plummet into the darkness below.*

**Search** DC 25 (27 after the *obscuring mist* is activated) Perception; **Type** Mechanical

**Disarm** DC 20 Disable Device (2d4 rounds); activates on DC 15 or less. Note if the pit trap is disarmed before the demonic gate is triggered, it is reactivated when the demonic gate trap is activated.

**Destroy** Destroying the floor (AC 4, hardness 8, hp 30, DC 25 Break) makes the trap obvious.

**Trigger** Location; **Reset** Manual

**Effect** When triggered, this trap has the following effects:

**Effect** When moving through the first 10 ft. of tunnel, the victim falls into a pit: 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area).

**Spiked Pit variant (CR +1):** The bottom of the pit is filled with spikes (1d4 spikes per target, +5 melee, 1d4+2 damage each).

#### **CROSSBOW TURRETS** CR 4 (1,200 XP)

*A hail of crossbow bolts fly out of the mists.*

**Search** DC 25 (27 after the *obscuring mist* is activated) Perception; **Type** Mechanical

**Disarm** DC 20 Disable Device (2d4 rounds); activates on DC 15 or less. Note if the crossbow turrets are disarmed before the demonic gate is triggered, they reactivate when the demonic gate trap is activated.

**Destroy** Destroying the three turrets (AC 5, hardness 5, hp 15, DC 20 Break) defeats the trap.

**Trigger** Proximity (within the 40 ft. radius of the mist); **Reset** Repair

**Effect** When triggered, this trap has the following effects:

**Effect (hail of bolts for 3 rounds)** Atk +10 ranged (1d8/19-20); multiple targets (all targets in the 40-ft.-radius area of the mist). Because the turrets are a mechanical trap flooding the area with bolts, they do not suffer the miss chance for the concealment. Those in the entrance way receive cover from the turrets.

**Poisoned Bolts variant (CR +1):** The bolts have been covered in black adder venom: **Type** poison (injury); **Save** DC 11 Fortitude; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Con damage; **Cure** 1 save.

## THE LIGHTNING HALLS

*A short flight of stairs leads up to a landing flanked by three pairs of pillars, each carved from white stone to represent puffy clouds. The landing narrows at the far end until it is only slightly larger than the huge shining silver door set into it. The door is cast with swirls of wind and rain clouds, portraying a driving gale frozen in metal.*

This lightning halls trap is meant to confine those to the area enclosed by the pillars and decimate them with lightning strikes while they try to escape. This trap suits temples dedicated to weather or elemental gods or crypts on top of windy mountains; particularly if the entrance has been meant to be sealed forever.

Six pillars, three to each side, sit on a trapezoidal landing that narrows towards a silver metal door. The pillars are against the walls and stop 10 ft. from the door. When a creature approaches the door, a hurricane force wind swirls from all four sides pushing everyone into the middle of the pillars at the same time blasting lightning into the area. Simultaneously, a number of small air elementals are summoned to harry anyone who is not pushed into the area between the pillars.

#### **LIGHTNING HALL** CR 6 (2,400 XP)

*In a swirl of clouds and rain, a hurricane force wind drives you back between the pillars as a flurry of lightning fills the area.*

**Search** DC 30 Perception; **Type** Magic

**Disarm** DC 30 Disable Device (2d4 rounds); activates on DC 25 or less.

**Destroy** Destroying the pillars (AC 3, hardness 8, hp 60 each, DC 28 Break) defeats the lightning portion of the trap; *dispel magic* (CL 9) defeats the trap.

**Trigger** Proximity (*alarm* spell, 15 ft. of the door); **Reset** None

**Effect** When triggered, this trap has the following effects:

**Effect (Winds)** When a living creature approaches within 15 ft. of the door, a hurricane force wind pushes creatures toward the centre of the landing.

**Effect (Lightning)** Each round for five rounds, a lightning bolt fires between two different sets of two random pillars doing 3d10 electrical damage (DC 23 Reflex halves) to anyone in the line between the randomly determined pillars.

**Effect (Air Elementals)** At the start of the lightning barrage, 1d3 small air elementals are summoned outside the area enclosed by the pillars with orders to attack those outside the pillars and harass any attempts made to rescue those in the area enclosed by the pillars. When killed, or after nine rounds pass, the elementals disappear.

**Earth Elementals variant (CR +0):** The trap instead summons earth elementals with orders to us Improved Bull Rush to force foes into the area enclosed by the pillars.

**Medium Elementals variant (CR +1):** The trap instead summons 1d4+1 Medium air elementals.

## DID YOU KNOW?

---

If you enjoyed this product, please consider leaving a review.

If you didn't enjoy this product, did you know Raging Swan Press offers a money back guarantee?

### OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this

License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10 Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12 Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13 Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14 Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

**15 COPYRIGHT NOTICE:** Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.  
**Open Game License v1.0a.** Copyright 2000, Wizards of the Coast Inc.

**System Reference Document:** ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder Roleplaying Game.** ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

**Pathfinder RPG Bestiary.** ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

**The Book of Experimental Might.** ©2008, Malhavoc Press; Author: Monte Cook.

**Tomb of Horrors.** ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

**Dungeon Dressing: Dungeon Entrances.** ©Raging Swan Press 2014; Author: Greg Marks.

---

Visit us at [ragingswan.com](http://ragingswan.com)

